*NOTE: PLAY SWS. INDICATE DIRECTION OF CHARACTER
WIRE COLOR CODE
B=BLACK O=ORANGE
BLU=BLUE R=RED
BR=BROWN W=WHITE
G=GREEN Y=YELLOW
EXAMPLE:
G-R INDICATES GREEN WIRE WITH RED TRACER
ABBREVIATIONS USED
J=JUMPER SW=SWITCH
RE=RELAY POS=POSITION
SU=STEP UP UNIT
OSC=OSCILLATING
SWITCH SYMBOLS
"NORMALLY OPEN" CLOSED WHEN ENERGIZED.
"NORMALLY CLOSED" OPEN WHEN ENERGIZED.
MAKE & BREAK
MOTOR CAM SWITCH
CAPACITOR
1 AMP SLO-BLO FUSE
3 AMP FUSE
DISPLAY LITES
ON-OFF SW.
MONITOR JACK
MT-50A XFORMER 60 CY.
MT-51 XFORMER 50 CY.
POWER SUPPLY P.C. 80-904
18 PIN CONNECTOR
TILT SW.
P.C. 80-900 LOGIC MOTHER BOARD
72 PIN CONNECTOR
MX0 MX1 MX2 MX3 MX4 MX5 MX6 MX7 A8 A9 A10 D0 D1 D2 D3 D4 D5 D6 D7 SAMPLE
12 PIN CONNECTOR
1N4004
COIN METER
P.C. 597-907 GAME LOGIC & SOUND BOARD
LEFT SPEAKER
RIGHT SPEAKER
KEY
LEFT PLAYER UP
LEFT PLAYER DOWN
LEFT PLAYER RIGHT
LEFT PLAYER LEFT
RIGHT PLAYER UP
RIGHT PLAYER DOWN
RIGHT PLAYER RIGHT
RIGHT PLAYER LEFT
LEFT PLAYER GUN P.C. 597-901
RIGHT PLAYER GUN P.C. 597-901
LEFT PLAYER TRIGGER
RIGHT PLAYER TRIGGER
(2) COIN SWS.
START SW.
GUN FIGHT
MIDWAY MFG. CO.
10750 W. GRAND AVE.
FRANKLIN PK. ILL. 60131